



USPTO

[Subscribe \(Full Service\)](#) [Register \(Limited Service, Free\)](#) [Login](#)
**Search:** ☒ The ACM Digital Library ☐ The Guide



Searching within **The ACM Digital Library** with **Advanced Search**: (Abstract:control and Abstract:interface and (Abstract:procedure or Abstract:action) and (FtFlag:yes) ([start a new search](#))

Found **67** of **281,018****REFINE YOUR SEARCH**

## ▼ Refine by Keywords

Discovered Terms

## ▼ Refine by People

[Names](#)  
[Institutions](#)  
[Authors](#)  
[Reviewers](#)

## ▼ Refine by Publications

[Publication Year](#)  
[Publication Names](#)  
[ACM Publications](#)  
[All Publications](#)  
[Content Formats](#)  
[Publishers](#)

## ▼ Refine by Conferences

[Sponsors](#)  
[Events](#)  
[Proceeding Series](#)
**ADVANCED SEARCH**
[Advanced Search](#)
**FEEDBACK**

Please provide us with feedback

Found **67** of **281,018**

Search Results

Related Journals

Related SIGs

Related Conferences

Results 1 - 20 of 67

Sort by [relevance](#)
[Save results to a Binder](#)

Result page

**1** [Moksha: exploring ubiquity in event filtration-control at the multi-user desktop](#)
[Rameshsharma Ramlohi, John A. Mariani](#)

 March 1999 **WACC '99: Proceedings of the international joint conference on Work active collaboration**
**Publisher:** ACM [Request Permissions](#)

Full text available: Pdf (1.64 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)
**Bibliometrics:** Downloads (6 Weeks): 0, Downloads (12 Months): 12, Downloads (Overall): 17

Collaborative systems need to provide some means for users to be aware of peer act involve broadcasting events generated as a result of a particular user's actions at the than flooding users with ...

**Keywords:** auditory display, awareness, common information space, multi-users desktop browsing

Also published in:

 March 1999 **SIGSOFT Software Engineering Notes** Volume 24 Issue 2

**2** [A semantic approach to the dynamic design of interaction controls in conversational](#)
[Michelle X. Zhou, Keith Houck](#)

 January 2002 **IUI '02: Proceedings of the 7th international conference on Intelligent user interfaces**
**Publisher:** ACM [Request Permissions](#)

Full text available: Pdf (273.73 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)
**Bibliometrics:** Downloads (6 Weeks): 1, Downloads (12 Months): 30, Downloads (Overall): 37

To support a full-fledged, multimedia human-computer conversation, we are building called Responsive Information Architect (RIA), which can automatically synthesize multi the conversation. As part of its ...

**Keywords:** automated generation of interactive visual presentations, interaction control interfaces

**3** [Building real-time groupware with GroupKit, a groupware toolkit](#)
[Mark Roseman, Saul Greenberg](#)

 March 1996 **Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 1

**Publisher:** ACM [Request Permissions](#)

Full text available: Pdf (2.74 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)
**Bibliometrics:** Downloads (6 Weeks): 15, Downloads (12 Months): 89, Downloads (Overall): 17

This article presents an overview of GroupKit, a groupware toolkit that lets developer

synchronous and distributed computer-based conferencing. GroupKit was constructed programming groupware should be only ...

**Keywords:** GroupKit, computer-supported cooperative work, groupware toolkits, synchronous interface toolkits

#### 4 [Object management and sharing in autonomous, distributed databases](#)

[Dennis McLeod](#)

September 1986 **OODS '86:** Proceedings on the 1986 international workshop on Object-oriented


**Publisher:** IEEE Computer Society Press

Full text available:  [Pdf](#) (84.26 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [info](#)

**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 13, Downloads (Overall): 10

An important current trend in information management is from a record-based to an object-based. In particular, existing record-oriented database management systems fulfill many of the requirements of database application domains, ...

#### 5 [Designing SENSE \(a software environment for social science research\): The role of the user interface](#)

 [N. J. Fiddian, W. A. Gray, M. W. Read](#)

January 1982 **CHI '81: Proceedings of the joint conference on Easier and more powerful computer systems. (Part - II): Human interface and the user interface - Volume 2**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (650.41 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [info](#)

**Bibliometrics:** Downloads (6 Weeks): 2, Downloads (12 Months): 11, Downloads (Overall): 13


In most general purpose computer systems there is a wide variety of software available. This paper describes a software environment for social science research. It is usually provided in one of three organisational forms - routines in a library; collections of routines; or routines grouped in a package ...

**Keywords:** Software environment integration, Software tools, User interface

Also published in:

January 1982 **SIGSOC Bulletin** Volume 13 Issue 2-3

#### 6 [The formulary model for flexible privacy and access controls](#)

 [Lance J. Hoffman](#)

November 1971 **AFIPS '71 (Fall):** Proceedings of the November 16-18, 1971, fall joint computer conference

**Publisher:** ACM

Full text available:  [Pdf](#) (1.73 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [info](#)

**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 16, Downloads (Overall): 20

This paper presents a model for engineering the user interface for large data base systems. It describes a model for flexible access controls over sensitive data. The model is independent of both machine architecture and is sufficiently modular ...

#### 7 [The user interface of GPSS/PC](#)

[Springer Cox](#)

January 1984 **WSC '84:** Proceedings of the 16th conference on Winter simulation

**Publisher:** IEEE Press

Full text available:  [Pdf](#) (473.51 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [info](#)


**Bibliometrics:** Downloads (6 Weeks): 1, Downloads (12 Months): 2, Downloads (Overall): 35,

GPSS/PC is a new implementation of GPSS, the General Purpose Simulation System, with extensions to the user interface. Its overall design integrates a syntax directed state transition

time system. This results in a number ...

**Keywords:** GPSS

## 8 TCDL - an expert system language for wargaming

 J. L. Sowers, P. E. Rubin

October 1989 **WSC '89**: Proceedings of the 21st conference on Winter simulation

**Publisher:** ACM


Full text available:  Pdf (524.76 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [ii](#)

**Bibliometrics:** Downloads (6 Weeks): 0, Downloads (12 Months): 10, Downloads (Overall): 46

This paper discusses the design and implementation of the Tactical Control Directive special-purpose language designed for use within the Enhanced Naval Warfare Gamir developed to support the concept ...

## 9 FLAIR - user interface dialog design tool

 Peter C. S. Wong, Eric R. Reid

July 1982 **SIGGRAPH '82**: Proceedings of the 9th annual conference on Computer graphics techniques

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (845.34 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [c](#)

**Bibliometrics:** Downloads (6 Weeks): 2, Downloads (12 Months): 33, Downloads (Overall): 30


To aid the system designers in achieving early involvement of the users, FLAIR (a user interface tool) was conceptualized and developed. FLAIR allows the designer to rapidly prototype an interactive user interface. A system designer ...

**Keywords:** MMI testbed, Rapid prototyping, Spatial data management

Also published in:


July 1982 **SIGGRAPH Computer Graphics** Volume 16 Issue 3

## 10 An architecture for a multimedia teleconferencing system

 L. Aguilar, J. J. Garcia-Luna-Aceves, D. Moran, E. Craighill, R. Brungardt

August 1986 **SIGCOMM '86**: Proceedings of the ACM SIGCOMM conference on Communication protocols

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (1.35 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [c](#)


**Bibliometrics:** Downloads (6 Weeks): 4, Downloads (12 Months): 28, Downloads (Overall): 46

We present an object-oriented architecture for a computer-based, real-time, multimedia teleconferencing system. This architecture divides the system into five functional areas: a multimedia shared workspace, a conference management, communications, ...

Also published in:

August 1986 **SIGCOMM Computer Communication Review** Volume 16 Issue 3

## 11 Patient management systems: the early years

 W. E. Hammond

December 1987 Proceedings of ACM conference on History of medical informatics

**Publisher:** ACM  [Request Permissions](#)


Full text available:  Pdf (880.60 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [ii](#)

**Bibliometrics:** Downloads (6 Weeks): 38, Downloads (12 Months): 313, Downloads (Overall): 46

As I scanned through old papers and reports in preparation for these remarks, I became aware of the "sameness" of those proposals and descriptions with what is happening today. Then I noticed the differences - today's systems ...

## 12 [Specification and dialogue control of visual interaction through visual rewriting systems](#)

 [P. Bottoni, M. E. Costabile, P. Mussio](#)

November 1999 **Transactions on Programming Languages and Systems (TOPLAS)**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (886.71 KB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

**Bibliometrics:** Downloads (6 Weeks): 4, Downloads (12 Months): 55, Downloads (Overall): 54

Computers are increasingly being seen not only as computing tools but more so as communicating devices, placing special emphasis on human-computer interaction (HCI). In this article, the focus is on the messages exchanged between ...


**Keywords:** control automaton, dialogue control, visual languages

## 13 [An impact analysis method for safety-critical user interface design](#)

 [Julia Galliers, Alistair Sutcliffe, Shailey Minocha](#)

December 1999 **Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 4

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (248.35 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

**Bibliometrics:** Downloads (6 Weeks): 21, Downloads (12 Months): 179, Downloads (Overall): 179

We describe a method of assessing the implications for human error on user interface systems. In previous work we have proposed a taxonomy of influencing factors that can lead to errors in the use of interactive systems. In this article, components of the taxonomy are ...

**Keywords:** Bayesian belief networks, human error, safety-critical, scenario-based design

## 14 [Object oriented programming, tutorial](#)

 [Manuel Alfonseca](#)

May 1990 **APL '90: Conference proceedings on APL 90: for the future**

**Publisher:** ACM

Full text available:  Pdf (187.11 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

**Bibliometrics:** Downloads (6 Weeks): 8, Downloads (12 Months): 44, Downloads (Overall): 37

A classical procedural program (written in COBOL, FORTRAN, BASIC, PASCAL, LISP or other languages) is a sequence of sentences that execute sequentially in a predefined order, that depends only on the order in which the program is working with. This order can usually be ...

Also published in:

May 1990 **SIGAPL APL Quote Quad** Volume 20 Issue 4

## 15 [Natural language interaction in goal-directed C&C: a comparative analysis of several systems](#)

[Jerome R. Bellegarda](#)

March 2002 **Proceedings of the second international conference on Human Language Technology**

**Publisher:** Morgan Kaufmann Publishers Inc.

Full text available:  Pdf (497.36 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

**Bibliometrics:** Downloads (6 Weeks): 0, Downloads (12 Months): 7, Downloads (Overall): 18,

In sufficiently limited domains, natural language interaction is possible even in the absence of a ...

language understanding. This is particularly true for goal-directed command and control. Understanding task can essentially be cast ...



**Keywords:** command and control speech recognition, data-driven classification, language methods, latent semantic analysis

## 16 A dialogue manager using initiative-response units and distributed control

Arne Jönsson

April 1991 Proceedings of the fifth conference on European chapter of the Association for Computational Linguistics


**Publisher:** Association for Computational Linguistics

Full text available:  [Publisher Site](#),  [Pdf](#) (711.62 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

**Bibliometrics:** Downloads (6 Weeks): 1, Downloads (12 Months): 9, Downloads (Overall): 96,

This paper describes a system for managing dialogue in a natural language interface. It uses a dialogue manager as the overall control mechanism. The dialogue manager allocates resources for interpretation, generation ...

## 17 Soft machines: A philosophy of user-computer interface design

 Lloyd H. Nakatani, John A. Rohrlich

December 1983 **CHI '83:** Proceedings of the SIGCHI conference on Human Factors in Computing Systems


**Publisher:** ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (492.99 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

**Bibliometrics:** Downloads (6 Weeks): 17, Downloads (12 Months): 123, Downloads (Overall): 1,000

Machines and computer systems differ in many characteristics that have important consequences for their use. Machines are special-purpose, have forms suggestive of their functions, are operated one-to-one correspondence ...

## 18 A new step-in-place locomotion interface for virtual environment with large displacement

 Laroussi Bouguila, Makoto Sato, Shoichi Hasegawa, Hashimoto Naoki, Naoki Matsumoto, Ezzine, Dalel Maghrebi

July 2002 **SIGGRAPH '02:** SIGGRAPH 2002 conference abstracts and applications

**Publisher:** ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (145.16 KB) Additional Information: [full citation](#), [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): 0, Downloads (12 Months): 14, Downloads (Overall): 40

The project presents a new locomotion interface for virtual environment with large displacement. It is able to direct and control the traveling in the VE by in-place stepping and turning actuator technology, Visual feedback ...

## 19 A MicroNET application

William R. Lilegdon, Joseph J. Talavage

December 1983 **WSC '83: Proceedings of the 15th conference on Winter Simulation**


**Publisher:** IEEE Press

Full text available:  [Pdf](#) (643.11 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 0, Downloads (12 Months): 1, Downloads (Overall): 52,

MicroNET is a complete network simulation system designed specifically for microcomputer. A variety of systems can be built, simulated, and analyzed using MicroNET's network architecture. It provides a graphical representation of a ...

## 20 SenToy: a tangible interface to control the emotions of a synthetic character

 Ana Paiva, Ricardo Chaves, Moisés Piedade, Adrian Bullock, Gerd Andersson, Kristina Högl

July 2003 **AAMAS '03:** Proceedings of the second international joint conference on Artificial Intelligence and Multi-Agent Systems

multiagent systems

**Publisher:** ACM  [Request Permissions](#)Full text available:  [Pdf](#) (88.65 KB)[Additional Information: full citation, abstract, references](#)**Bibliometrics:** Downloads (6 Weeks): 5, Downloads (12 Months): 50, Downloads (Overall): 46

In this paper we describe how to control the emotional states of a synthetic character through a tangible interface named SenToy. SenToy is a doll with sensors in its arms, legs and torso that allow a user to influence the emotional ...

Result page

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2010 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)Useful downloads:  [Adobe Acrobat](#)  [QuickTime](#)  [Windows Media Player](#)  [Real Player](#)